

Claims

- [c1] 1. Playing cards comprising a deck divided into a first suit and a second suit, wherein the first suit comprises threat cards, and the second suit comprises tool cards.
- [c2] 2. The playing cards in accordance with claim 1, wherein the second suit has the same number of cards as the first suit has or the second suit has twice the number of cards as the first suit has.
- [c3] 3. The playing cards in accordance with claim 2, wherein the first suit has 26 threat cards and the second suit has 26 tool cards or 52 tool cards.
- [c4] 4. The playing cards in accordance with claim 1, wherein the first suit has at least one threat card chosen from a card containing on its face a legend reading "DEADLY INFECTION", a card containing on its face a legend reading "ANACONDA", a card containing on its face a legend reading "TRAPPED IN AN ELEVATOR", a card containing on its face a legend reading "A POOL OF QUICKSAND", a card containing on its face a legend reading "CHARGING RHINO", a card containing on its face a legend reading "MAD AND HUNGRY OCTOPUS", a card containing on its

face a legend reading "HUNGRY CROCODILE", a card containing on its face a legend reading "A FLOOD", or a card containing on its face a legend reading "HIT BY LIGHTNING".

- [c5] 5. The playing cards in accordance with claim 1, wherein the first suit has at least one threat card chosen from a card containing on its face a legend reading "DEADLY INFECTION" and a picture of a person having an infected arm, a card containing on its face a legend reading "ANACONDA" and a picture of a snake, a card containing on its face a legend reading "TRAPPED IN AN ELEVATOR" and a picture of an elevator with a person trapped inside, a card containing on its face a legend reading "A POOL OF QUICKSAND" and a picture of a person with the person's lower half inside of a pool of quicksand, a card containing on its face a legend reading "CHARGING RHINO" and a picture of a rhinoceros, a card containing on its face a legend reading "MAD AND HUNGRY OCTOPUS" and a picture of an octopus, a card containing on its face a legend reading "HUNGRY CROCODILE" and a picture of a crocodile, a card containing on its face a legend reading A FLOOD and a picture of flood water approaching a house, or a card containing on its face a legend reading "HIT BY LIGHTNING" and a picture of a rain storm with a lightning bolt striking a person stand-

ing on the ground.

[c6] 6. The playing cards in accordance with claim 1, wherein the second suit has at least one tool card chosen from a card containing on its face a legend reading "A PARACHUTE", a card containing on its face a legend reading "A WELDING TOOL", a card containing on its face a legend reading "A HOSE", a card containing on its face a legend reading "A LIFE VEST", a card containing on its face a legend reading "A MIRROR", a card containing on its face a legend reading "A GUN", a card containing on its face a legend reading "A NEEDLE AND THREAD", a card containing on its face a legend reading "A CELL PHONE", a card containing on its face a legend reading "A MAGNIFYING GLASS", a card containing on its face a legend reading "A ROPE", a card containing on its face a legend reading "A POT OF HONEY", a card containing on its face a legend reading "A FIRE EXTINGUISHER", or a card containing on its face a legend reading "A HAM SANDWICH".

[c7] 7. The playing cards in accordance with claim 1, wherein the second suit has at least one tool card chosen from a card containing on its face a legend reading "A PARACHUTE" and a picture of a parachute, a card containing on its face a legend reading "A WELDING TOOL" and a picture of a welding tool, a card containing on its

face a legend reading "A HOSE" and a picture of a hose, a card containing on its face a legend reading "A LIFE VEST" and a picture of a life vest, a card containing on its face a legend reading "A MIRROR" and a picture of a mirror, a card containing on its face a legend reading "A GUN" and a picture of a gun, a card containing on its face a legend reading "A NEEDLE AND THREAD" and a picture of a needle and a spool of thread, a card containing on its face a legend reading "A CELL PHONE" and a picture of a cell phone, a card containing on its face a legend reading "A MAGNIFYING GLASS" and a picture of a magnifying glass, a card containing on its face a legend reading "A ROPE" and a picture of a rope, a card containing on its face a legend reading "A POT OF HONEY" and a picture of a pot of honey, a card containing on its face a legend reading "A FIRE EXTINGUISHER" and a picture of a fire extinguisher, or a card containing on its face a legend reading "A HAM SANDWICH" and a picture of a ham sandwich.

- [c8] 8. The playing cards in accordance with claim 1, wherein the second suit has at least one tool card containing on its face a legend reading "WILD".
- [c9] 9. The playing cards in accordance with claim 8, wherein the second suit has at least one tool card containing on its face a legend reading "WILD" and a picture of a joker's

head.

- [c10] 10. The playing cards in accordance with claim 1, wherein the deck of cards is in combination with a time keeper.
- [c11] 11. Playing cards comprising a deck divided into a first suit and a second suit, wherein the first suit comprises threat cards, and the second suit comprises tool cards, wherein the second suit has the same number of cards as the first suit has or the second suit has twice the number of cards as the first suit has, and wherein the second suit has at least one tool card containing on its face a legend reading "WILD".
- [c12] 12. A method of playing a card game comprising:
- (a) providing playing cards comprising a deck having a first suit and a second suit, wherein the first suit comprises threat cards, and the second suit comprises tool cards, and wherein the first suit and the second suit are separated from each other into a first group and a second group;
 - (b) a first player selecting a threat card from the first group and a tool card from the second group, and telling a story based on the selected hand of cards, and scoring from zero points to a selected number of points for the story;

(c) continuing play as in step (b) with at least one other player; and

(d) continuing with play among players until all cards have been selected from the two groups or until an agreed upon time has been reached.

[c13] 13. The method in accordance with claim 12, wherein the story comprises a story of defending against, coping with, or escaping from the threat depicted on the threat card selected by employing the tool depicted on the tool card selected.

[c14] 14. The method in accordance with claim 12, wherein scoring zero points comprises all players agreeing not to keep points during play.

[c15] 15. The method in accordance with claim 12, wherein the second suit has the same number of cards as the first suit has or the second suit has twice the number of cards as the first suit has.

[c16] 16. The method in accordance with claim 15, wherein the first suit has 26 threat cards and the second suit has 26 tool cards or 52 tool cards.

[c17] 17. The method in accordance with claim 12, wherein the first suit has at least one threat card chosen from a card containing on its face a legend reading "DEADLY IN-

FECTION", a card containing on its face a legend reading "ANACONDA", a card containing on its face a legend reading "TRAPPED IN AN ELEVATOR", a card containing on its face a legend reading "A POOL OF QUICKSAND", a card containing on its face a legend reading "CHARGING RHINO", a card containing on its face a legend reading "MAD AND HUNGRY OCTOPUS", a card containing on its face a legend reading "HUNGRY CROCODILE", a card containing on its face a legend reading "A FLOOD", or a card containing on its face a legend reading "HIT BY LIGHTNING".

- [c18] 18. The method in accordance with claim 12, wherein the first suit has at least one threat card chosen from a card containing on its face a legend reading "DEADLY INFECTION" and a picture of a person having an infected arm, a card containing on its face a legend reading "ANACONDA" and a picture of a snake, a card containing on its face a legend reading "TRAPPED IN AN ELEVATOR" and a picture of an elevator with a person trapped inside, a card containing on its face a legend reading "A POOL OF QUICKSAND" and a picture of a person with the person's lower half inside of a pool of quicksand, a card containing on its face a legend reading "CHARGING RHINO" and a picture of a rhinoceros, a card containing on its face a legend reading "MAD AND HUNGRY OCTO-

PUS" and a picture of an octopus, a card containing on its face a legend reading "HUNGRY CROCODILE" and a picture of a crocodile, a card containing on its face a legend reading "A FLOOD" and a picture of flood water approaching a house, or a card containing on its face a legend reading "HIT BY LIGHTNING" and a picture of a rain storm with a lightning bolt striking a person standing on the ground.

- [c19] 19. The method in accordance with claim 12, wherein the second suit has at least one tool card chosen from a card containing on its face a legend reading "A PARACHUTE", a card containing on its face a legend reading "A WELDING TOOL", a card containing on its face a legend reading A HOSE, a card containing on its face a legend reading "A LIFE VEST", a card containing on its face a legend reading "A MIRROR", a card containing on its face a legend reading "A GUN", a card containing on its face a legend reading "A NEEDLE AND THREAD", a card containing on its face a legend reading "A CELL PHONE", a card containing on its face a legend reading "A MAGNIFYING GLASS", a card containing on its face a legend reading "A ROPE", a card containing on its face a legend reading "A POT OF HONEY", a card containing on its face a legend reading "A FIRE EXTINGUISHER", or a card containing on its face a legend reading "A HAM

SANDWICH".

[c20] 20. The method in accordance with claim 12, wherein the second suit has at least one tool card chosen from a card containing on its face a legend reading "A PARACHUTE" and a picture of a parachute, a card containing on its face a legend reading "A WELDING TOOL" and a picture of a welding tool, a card containing on its face a legend reading "A HOSE" and a picture of a hose, a card containing on its face a legend reading "A LIFE VEST" and a picture of a life vest, a card containing on its face a legend reading "A MIRROR" and a picture of a mirror, a card containing on its face a legend reading "A GUN" and a picture of a gun, a card containing on its face a legend reading "A NEEDLE AND THREAD" and a picture of a needle and a spool of thread, a card containing on its face a legend reading "A CELL PHONE" and a picture of a cell phone, a card containing on its face a legend reading "A MAGNIFYING GLASS" and a picture of a magnifying glass, a card containing on its face a legend reading "A ROPE" and a picture of a rope, a card containing on its face a legend reading "A POT OF HONEY" and a picture of a pot of honey, a card containing on its face a legend reading "A FIRE EXTINGUISHER" and a picture of a fire extinguisher, or a card containing on its face a legend reading "A HAM SANDWICH" and a picture of a ham

sandwich.

- [c21] 21. The method in accordance with claim 12, wherein the second suit has at least one tool card containing on its face a legend reading "WILD".
- [c22] 22. The method in accordance with claim 21, wherein the second suit has at least one tool card containing on its face a legend reading "WILD" and a picture of a joker's head.
- [c23] 23. The method in accordance with claim 12, wherein each selected hand of cards comprises one threat card and one tool card.
- [c24] 24. The method in accordance with claim 12, wherein each selected hand of cards comprises one threat card and two tool cards.
- [c25] 25. The method in accordance with claim 12, wherein telling a story is accomplished within a selected amount of time.
- [c26] 26. The method in accordance with claim 12, wherein step (a) further includes providing a time keeper.
- [c27] 27. A method of playing a card game comprising:
 - (a) providing playing cards comprising a deck having a first suit and a second suit, wherein the first suit com-

prises threat cards, and the second suit comprises tool cards, and wherein the first suit and the second suit are separated from each other into a first group and a second group;

(b) a first player selecting a threat card from the first group and a tool card from the second group, and telling a story based on the selected hand of cards;

(c) another player or players having a chance to tell another story based on the same selected hand of cards;

(d) the player with the best of the stories scoring from zero points to a selected number of points for the story told;

(e) continuing with play by another player selecting cards and by storytelling and point scoring as in steps (c) and (d); and

(f) continuing with play among players until all cards have been selected from the two groups or until an agreed upon time has been reached.